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**1 Practical experiences: System-level design of IEEE1394 bus segment bridge**

Hirofumi Yamamoto, Keishi Chikamura, Atsuhiro Shigiyama, Kosuke Tsujino, Tomonori Izumi, Takao Onoye, Yukihiko Nakamura

October 2002 **Proceedings of the 15th international symposium on System Synthesis**

Full text available:  [pdf\(768.50 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A system simulation environment is constructed dedicatedly for IEEE1394 high-speed digital communication. In this environment, various network transactions inherent in communication systems are taken into account for system simulation, which is indispensable to enable IP (Intellectual Property)-based design of the systems. By using the proposed environment, system-level design of IEEE1394 link layer controller and bus segment bridge is achieved with great ability of network transactions as well ...

**Keywords:** C/C++, HW/SW co-simulation, IEEE1394, PLI, bus bridge, verilog-HDL

**2 Augmented reality and mobile systems II: Design and implementation of a mobile device for outdoor augmented reality in the archeoguide project**

Tim Gleue, Patrick Dähne

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available:  [pdf\(3.35 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents the design and implementation issues associated with the development of a mobile device for the ARCHEOGUIDE project. We describe general and application specific design goals as well as the technical requirements the implementation is based upon. Since speed is crucial for an interactive application we provide a survey of mobile and wearable computing equipment especially considering performance aspects. A detailed overview of available hardware components follows. We describ ...

**3 Live HD media streaming: High resolution live streaming with the HYDRA architecture**

Roger Zimmermann, Moses Pawar, Dwipal A. Desai, Min Qin, Hong Zhu

October 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 4

Full text available:  [pdf\(619.79 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Digital continuous media (CM) are now well established as an integral part of many applications. With highdefinition (HD) displays becoming increasingly common and large network bandwidth available, high-quality video streaming has become feasible, and novel,

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